Black Pearl Software
c/o THQ, Inc.
5016 N. Parkway Calabasas,
Suite 100, Calabasas, CA 91302

National Hockey League, NHL, the NHL Shield, and the Stanley Cup name and logo are registered trademarks of the National Hockey League and are used under license by Electronic Arts. Officially Licensed Product of the National Hockey League. All NHL logos and marks and team logos and marks herein are the property of the NHL and the respective teams and may not be reproduced without the prior written consent of NHL Enterprises, L.P. © 1996 NHL. NHLPA, National Hockey League Player's Association and the logo of the NHLPA are trademarks of the NHLPA and are used under license by Electronic Arts. Officially Licensed Product of the National Hockey League Players' Association. THQ is a licensed distributor of Electronic Arts. Black Pearl Software is a trademark of THQ, Inc.

Printed in USA

AGE 10 ADULTS
K-A
CONTENT RATED BY ESRB

INSTRUCTION BOOKLET

SUPER NINTENDO ENTERTAINMENT SYSTEM

WARNING: PLEASE READ THE ENCLOSED CONSUMER INFORMATION AND PRECAUTIONS BOOKLET CAREFULLY BEFORE USING YOUR NINTENDO® HARDWARE SYSTEM OR GAME PAK.

THIS PRODUCT HAS BEEN RATED BY THE ENTERTAINMENT SOFTWARE RATING BOARD. FOR INFORMATION ABOUT THE ESRB RATING, OR TO COMMENT ABOUT THE APPROPRIATENESS OF THE RATING, PLEASE CONTACT THE ESRB AT 1-800-771-3772.

THIS OFFICIAL SEAL IS YOUR ASSURANCE THAT NINTENDO HAS APPROVED THE QUALITY OF THIS PRODUCT. ALWAYS LOOK FOR THIS SEAL WHEN BUYING GAMES AND ACCESSORIES TO ENSURE COMPLETE COMPATIBILITY. ALL NINTENDO PRODUCTS ARE LICENSED BY SALE FOR USE ONLY WITH OTHER AUTHORIZED PRODUCTS BEARING THE OFFICIAL NINTENDO SEAL OF QUALITY.

LICENSED BY

Nintendo

NINTENDO, SUPER NINTENDO ENTERTAINMENT SYSTEM AND THE OFFICIAL SEALS ARE REGISTERED TRADEMARKS OF NINTENDO OF AMERICA INC.
© 1991 NINTENDO OF AMERICA INC.

TABLE OF CONTENTS

STARTING THE GAME 2
COMMAND SUMMARY 3
INTRODUCTION 6
MAIN MENU 7
PLAYING NHL 97 10
Select Team 10
Controller Setup 11
USER ENTRY 12
SCOREBOARD MENU 13
GRASPING THE FUNDAMENTALS 18
Skating 18
Stickhandling and Passing 19
Checking 19
Shooting 20
Goaltending 20
Line Changing 21
Fighting 21
Practice Mode 22
Game Setup 23
Season Mode 23
League Menu 24
TRANSACTIONS 28
TRADE PLAYERS 28
Create Players 29
Sign Free Agents 30
Release Player 30
OFFSIDE, ICING, AND BREAKAWAYS 31
PENALTIES 32
CREDITS 36
LIMITED WARRANTY 37

STARTING THE GAME

1. TURN OFF THE POWER SWITCH ON YOUR SUPER NINTENDO ENTERTAINMENT SYSTEM®.

   Never insert or remove a Game Pak when the power is on.

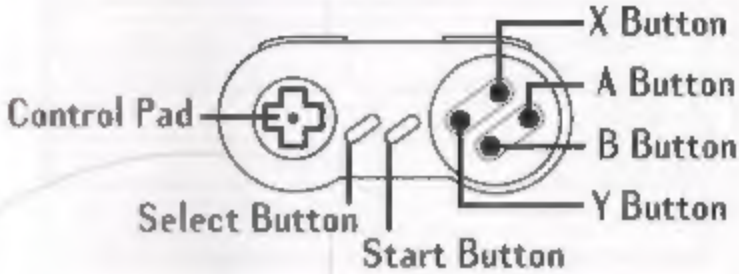
2. Make sure a Controller is plugged into the controller socket 1 on the Super NES®.

   If you are playing against a friend, plug the other controller into controller socket 2.

3. Insert the NHL® 97 Game Pak into the slot on the Super NES. Press firmly to lock the pak in place.

4. Turn ON the power switch. The EA SPORTS™ logo appears (if you don't see it, begin again at step 1).

COMMAND SUMMARY



MENU SCREENS

Highlight menu item	Control Pad ↕
Cycle through choices	Control Pad ↔
Accept/Continue	**START**

FACEOFFS

Select direction to pass	Control Pad toward teammate
Take the draw	**B**

ON OFFENSE

Dump the puck	Tap **Y**
Pass	**B** + Control Pad
Give and Go	**B** then **Y**
One-Timer Pass	**B** then **Y** + Control Pad
Wrist Shot	Tap **A**
Slap Shot	Hold **A**
One-Timer Shot	**B** then **A** + Control Pad
Spin-o-Rama	Control Pad + START or **R**
Sudden Stop	**L**

In the Attack Zone

Fake Shot	**Y**
Drop Pass	**X** + Control Pad behind you

ON DEFENSE

Hold/Hook	**Y**
Hit the ice to block shot	**L** or **R**
Control defensive player closest to the puck	**B**
Poke Check/Trip	**B** when closest to puck
Speed up/Body Check	**A**

GOALTENDING

Manual Control

Take control of goalie	Hold **X**
Position goalie	Control Pad in any direction
Dive	**Y** or **X** + Control Pad
Poke Check	**B** when closest to puck
Save Attempt	**A**

In Possession of Puck (Auto or Manual Control)

Flip puck out of zone	**Y** + Control Pad
Pass/Clear along boards	**B** + Control Pad
Cover up to draw faceoff	No Button

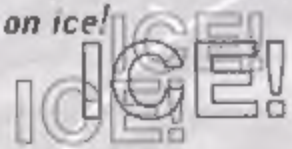
INTRODUCTION

It's no surprise why the finest Ice Hockey players in the world are drawn to the National Hockey League: The NHL offers the greatest level of competition!

Just as the best pro hockey players feel challenged only when skating against the best, hockey gamers want to take on the videogame that plays the most authentic version of their favorite sport.

In NHL 97, you'll run give-and-go plays, shake the boards with brutal hip checks, fire off blistering one-timers, and vault the wall to change lines on-the-fly.

In the sports gaming world, NHL 97 is the only competition on ice!



MAIN MENU

At the MAIN menu, you can choose a Play mode and set game options.

To choose a Play mode:

1. Control Pad ↕ to highlight menu items.
2. Control Pad ↔ to cycle through choices.
3. When your Play mode and options are set, press **START** to continue.

Default options appear in bold type in this manual.

PLAY MODE

Exhibition: A one-game exhibition. Play with your friends or test your hockey skills against the expertise of a CPU (computer)-controlled opponent.

Season: Set up and play through an entire NHL season, complete with best-of-7 playoff series and season-end awards ceremony.

Practice: Design plays and run your favorite team through drills in real game situations. Practice mode is also a great place to work on your penalty shot technique.

SKILL LEVEL

Novice: CPU-controlled players skate and react more slowly.

Intermediate: CPU skaters play to their ability but never rise to a championship level of play.

Expert: The skating is quick, the body checks are lethal, and the passes are right on the tape.

PERIOD LENGTH

5/10/20 Minutes: Set the length of each period. The NHL plays 20 minute periods.

- Overtime periods following Exhibition and Season games are always five minutes long.

GOALIES

Manual: Take control of your goal keeper.

Automatic: The CPU (computer) controls your goalie before the save. When a save is made, you take over.

USER RECORDS

On: Keep an ongoing record of your personal NHL 97 performance. User data for up to eight players is displayed on the Record Holders screen.

Off: Play a game without saving records or stats.

PENALTIES

Off: No penalties are called. Ideal for a fast-paced game with fewer faceoffs.

On: Refs call the game just as they would in an actual NHL game.

On, No Offsides: Refs call all penalties except offside violations.

LINE CHANGES

Off: Your best line remains on the ice for the entire game. Players never tire.

Automatic: Lines change automatically before each faceoff. Players never show signs of fatigue.

On: You must change your lines to keep your skaters fresh. Players left on the ice too long slow down.

ROSTERS

Default:Team rosters reflect the 1995-96 NHL season.

With Trades: Team rosters reflect your NHL 97 transactions. See Transactions, p. 28.

FIGHTING

On: Aggressive players may answer a big hit by squaring off against one another.

Off: No matter how physical the action gets, players keep their gloves on at all times.

PLAYING NHL 97

The fastest way to begin playing NHL 97 is to start an Exhibition game with default settings. You'll hit the ice as a member of the Florida Panthers, facing Colorado in a replay of the '96 Stanley Cup® finals.

- To start a Regular game with default settings, press **START** four times to bypass the MAIN menu and setup screens. The game begins.

NOTE: Any changes you make to MAIN menu options are saved in memory as new defaults.

- To learn how you can use the setup screens to customize your game, read on.

SELECT TEAM

Select the teams you want to match up in the game. You can choose from all 26 NHL teams plus two All-Star teams.

Control Pad ↑↓ to scroll through teams. Control Pad ← → to switch between teams.

- To accept the match-up, press **START**.

The CONTROLLER SETUP screen appears.

CONTROLLER SETUP

Move your controller icon under the team you want to represent in the game. An icon appears for each controller connected to your Super NES.

Icons left in the center of the screen are not active in the game. To watch the computer control both teams, move all icons to the center.

- To move your controller icon, Control Pad ← →.
- To accept the controller setup, press **START**.

USER ENTRY

If you're playing a game with User Records ON, the USER ENTRY screen appears. Choose the name you want your statistics saved under for the next game.

Follow on-screen instructions for entering a name.

To enter a new user name:

1. Control Pad ↕ to highlight a User Name slot, then press **B** to edit. The Alphabet inset appears.
2. Control Pad to the first letter in the new user's name, then press **B** to select the letter. Repeat until the name is complete.
   - If you make an error, press **Y** to go back one letter.
3. When the name is complete, press **START** to accept, or press **X** to cancel.

To choose a user:

1. Control Pad ↕ to highlight the User Name slot you want, then press **START** to accept. A summary of the upcoming game appears.
2. To bypass the upcoming game summary, press **START**. The Scoreboard appears.

SCOREBOARD MENU

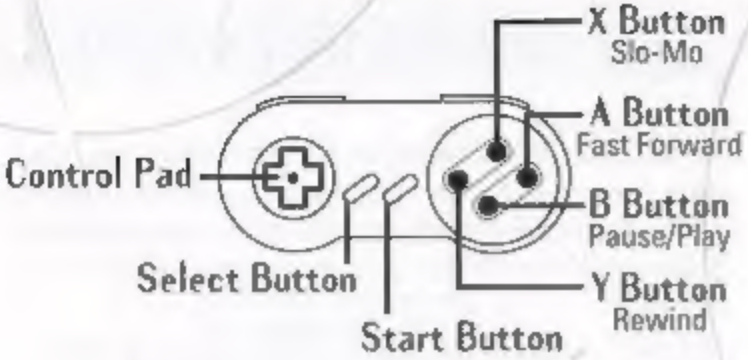
The SCOREBOARD menu appears at the beginning of a game, the end of a game, and any time you pause the action. Use SCOREBOARD menu items to access game options, stat compilations, and instant replays, or to call a timeout.

- To pause, release the Control Pad and press **START**. The SCOREBOARD menu appears.
- To select an option, highlight it and press **B**.
- To quickly return to the game, press **START** with any option highlighted.

START GAME / RESUME GAME

START GAME: Players take their positions at center ice and prepare for the opening faceoff.

RESUME GAME: Return to the game in progress.



Instant Replay

The greatest hockey plays are smooth and precise but lightning quick. Instant Replay lets you slow the action down, focus on specific areas or players, and roll the tape from the reverse angle.

X - Slo-Mo

Y - Rewind

A - Fast Forward

B - Pause/Play

Control Pad - Move Camera Manually

- To follow a single player throughout the play use the Control Pad to place the crosshair over him, then start the replay.

EDIT LINES

The default lines are patterned after the real teams. You can edit your team's lines to test the chemistry of different players skating together, or to give your team a new look on the ice.

To edit lines:

1. Select a player from one of your current lines and press B. The TEAM ROSTER inset appears.
2. Select a player from the TEAM ROSTER inset and press B. The two players switch positions.
   - To scroll TEAM ROSTER stats, Control Pad ‹ ›.
   - When playing with Line Changes OFF, you can only edit your best line.

CHANGE GOALIE

Change your starting goalie, bring in a replacement during the game, or choose NO GOALIE to pull him and make room on the ice for an extra skater.

GOALIE CONTROL

You can switch between AUTO and MANUAL controlled goalies at any time during a game.

TIMEOUT

Each team is allowed to call one timeout per game. Timeouts restore the energy levels of every skater on both teams.

- When playing with Line Changes OFF players do not lose energy, so timeouts have no effect on the game.

TEAM ROSTER

Compare the players and net minders from each team by NHL 97 skill ratings and physical size.

- To scroll stats, Control Pad ↔.

COACHING

Assign different strategies to different lines to affect the style of gameplay.

SCORE SUMMARY

Review the game situations surrounding each goal: Period, Time, Team, Goal Scored By/Assisted By, and Power Play/Short Handed.

PENALTIES

Take a look back at the penalties called during the match.

RECORD HOLDERS

When playing with User Records ON, you have the opportunity to set and break All Time Records.

The ALL TIME RECORDS screen ranks the top four users according to their cumulative win/loss/tie records, and lists record holders.

OTHER SCORES (SEASON MODE ONLY)

During a season, it's crucial to keep tabs on the competition and their respective contests, especially late in the season when just a few points separate the teams who are playoff bound from those merely grasping at straws.

GAME STATS

See how the teams performed head-to-head.

PERIOD STATS

Check the number of Shots and Goals by period.

- To toggle Shots and Goals, press **B**.

PLAYER STATS

Compare the players' game stats in five skating and three goaltending categories.

QUIT GAME

Quit the game in progress and return to the MAIN menu.

GRASPING THE FUNDAMENTALS

NHL 97 has all the moves, shots, saves, blocks, and checks of the National Hockey League. Master them and you'll dominate the game and your opponents!

SKATING

It's not easy to make tight corners and quick stops on ice. You'll have to get a feel for the slickness of the surface and learn the best angles for the most effective checks.

- To skate, Control Pad in the direction you want to go
- To get a burst of speed, press **A**.

On offense:

- To execute a Spin-o-Rama move and blow past the defense, press **R**.
- To carve your blades into the ice for a super-quick stop, press **L**.

On defense:

- To drop to the ice to block a shot, press **L** or **R**.

STICKHANDLING AND PASSING

Quick, accurate passes and head-manning the puck are the most efficient ways to advance your offense.

To complete a pass:

- Press **B** + Control Pad toward the receiving player

While the puck is en route you can:

- Press **B** to take control of the pass receiver
- Press **Y** for a give and go back to the passer
- Press **Y** + Control Pad for a one-timer pass

or

- Press **A** + Control Pad for a one-timer shot on goal

To dump the puck into the Attack zone:

- Press **Y** from anywhere on the ice

To initiate a drop pass (from the Attack zone):

- Press **X** + Control Pad behind you, then release **X**.

CHECKING

Forcing an opponent to the boards with a hard check is perhaps the best way to cause turnovers resulting in key breakaways.

- For a body check, press **A** to gain speed + Control Pad at an angle toward your opponent
- To hold or hook, press **Y**
- To poke check or trip, press **B** when closest to puck

SHOOTING

The highest percentage shots for beginners are slap shots from sharp angles, one-timers, and wrist shots off rebounds.

- To take a slap shot, hold **A**. (The longer you hold **A**, the harder the shot.)
- To take a one-timer shot, press **B** + Control Pad to pass to a teammate, then immediately press **A** before the pass is completed.
- To take a wrist shot, tap **A**.
- To fake a shot, tap **Y** while in the Attack zone.

GOALTENDING

You must have the Goalies option set to MANUAL CONTROL in order to attempt saves. If you don't, the goalie automatically polices the crease.

- To attempt a save, press **A**.
- To dive, press **Y** + Control Pad.
- To poke check, press **B** when closest to puck.

To clear the puck after a save (manual or auto controlled goalies):

- To flip the puck out of your zone, press **Y**.
- To pass to a teammate or to send the puck out along the boards, press **B** + Control Pad.

  or

- To draw a faceoff, don't press any buttons.

LINE CHANGING (LINE CHANGES ON)

Each period begins with your SC1 line positioned for the faceoff. Before every other faceoff, it's up to you to decide which line takes the draw.

To change lines before a faceoff:

- Press **A**, **B**, or **Y** to select the corresponding line from the LINE CHANGE menu.

To change lines "on the fly":

1. When you're handling the puck, press **SELECT**. The LINE CHANGE menu appears.
2. Press **A**, **B**, or **Y** to select the corresponding line from the LINE CHANGE menu.

- You only have two lines from which to choose in power play and penalty killing situations.

FIGHTING (FIGHTING ON)

When a player with a high Aggressiveness rating puts a big hit on another aggressive player, there's a chance they'll fight.

Fighting can be avoided. If you choose not to drop your gloves, the ref intervenes and calls Roughing penalties on both parties.

If an opponent squares-off against you:

- Don't press any buttons and avoid the brawl.

  - or -

- Press **A**, **B**, or **Y** to drop your gloves.

When the gloves come off:

- To throw a punch to the head, press **Y**
- To send an uppercut to the body, press **B**
- To grab your opponent's jersey, press **A**
- To skate forward and back, Control Pad ↑ ↓
- To block, Control Pad away from your opponent

Fighters are s apped w th Ma or penalties their teams do not substitute, but skate short a player for the entire f ve minutes

PRACTICE MODE

Practice mode lets you face opposing teams in real game situations Take advantage of this opportunity to work on passing, shooting, and other fundamentals of the game

To enter practice mode:

1. From the Game Setup choose PRACTICE as your play mode
2. Set the options to your preference, then press **START** The Select Team screen appears
3. Select teams, set up your controllers, and head down to the ce just like n an Exhib tion game (See Select Team, p 10) The Scorecard appears See Scoreboard Menu, p. 13.

GAME SETUP

PRACTICE MODE OPTIONS

Visitor Players Choose the number of players you want on the ice for the visiting team ZERO through FIVE

Home Players Choose the number of players you want on the ice for the home team ZERO through FIVE

SEASON MODE

Take your favorite team through a full 84-game NHL season NHL 97 compiles win, oss/tie records, po nt totals, and stat stics throughout the Season

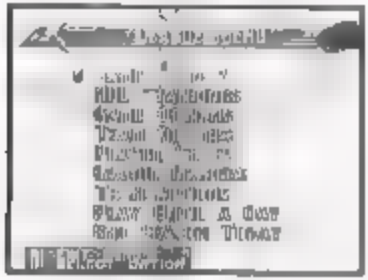
At the close of the Season, the top eight teams from each conference continue on w th post season play, culminating in the Stanley Cup fina s

TO ENTER SEASON MODE:

- From the Game Setup, choose SEASON as your Play Mode, then press **START** The League menu appears.

LEAGUE MENU

Set up the games you want to play, simulate those you don't, keep tabs on the numbers as they come in, and fulfill your obligation as general manager by taking advantage of Transactions.



To select an option, highlight it and press START. Preview your season or look back at the results.

- To choose a League menu option, use Control Pad ↕ to highlight the option, then press **B**.
- To cancel an option and return to the League menu, press **X** from the option screen.
- To return to Game Setup, press **X** from the League menu.

GAMES TODAY

If you're ready to start your season, this is where you need to be. Preview the entire season and select the games you want to play.

To preview the season's match-ups:

1. Control Pad ↕ to scroll the match-ups for the current date.
2. Control Pad ↔ to scroll the season day-by-day.

To mark games you want to play:

1. Control Pad ↕ to select a match-up, then press **B** to mark it. If you change your mind, press **B** again to unmark the game.
2. When you've selected the match-ups you want, press **START**. The Controller Setup appears for the first game.
   - Games must be played in the order they appear on the screen. Any unmarked games preceding marked games are computer simulated.
3. Set up your controllers and head down to the ice just like in an Exhibition game. (See Controller Setup, p. 11)

NHL STANDINGS

Check win, loss/tie records and point totals for every team in the league. As your Season approaches the homestretch, find out who's headed for the Playoffs.

GAME OPTIONS

Set the options for the upcoming season game just as you would from the Game Setup (See Game Setup, p. 24)

- Season Mode Option

PLAYOFFS Choose your playoff tournament format, SINGLE GAME for one game elimination, or MULTI-GAME for best of 7 series

TEAM ROSTER

See how your players stack up against one another with 1995-96 stats and NHL 97 player ratings

PLAYER STATS

NHL 97 compiles and saves game stats for every player in the league throughout the entire Season

LEAGUE LEADERS

See how your favorite players and goalies stack up against the competition in six important categories. Every player in the game is listed, from best to worst.

TRANSACTIONS

Trade, release, create, and sign players to maintain your team's competitive edge (See Transactions, p. 28.)

PLAY UNTIL A DAY

If the season's pace is a little too slow for your taste, you can have the CPU simulate a few games (or a few months worth of games) for you. Just select the date you want to resume the season and let the computer take the helm.

END SEASON TODAY

Bypass the remainder of your regular games and advance to the first round of the Playoffs.

- Playoff berths are awarded to the top eight teams at the time you select END SEASON NOW.

TRANSACTIONS

Trading and signing players may help to solidify your roster. You can also create players in your own farm program and insert them into the Free Agent pool.

NOTE: If a team involved in a transaction already carries a full roster, you'll have to release players before making multiple player trades and signing free agents.

TRADE PLAYERS

You can include up to three players per team in a single transaction.

NHL 97 has the final word on all trades. Any attempt to stack teams is met with a swift rejection.

To trade players:

1. Highlight the player(s) you want to trade, then press **B** to select. (Press **B** again to deselect players if you change your mind.)
2. To activate the team at the bottom of the screen, press **Y**.
3. Select the player(s) you want to trade for, then press **START** to evaluate the trade or press **X** to cancel.

CREATE PLAYERS

You can create up to 20 new players and add them to the Free Agent pool.

To create players:

1. Move the arrow to a slot. (If you're creating your first player, only one slot is available), then press **A**. The PLAYER EDIT text appears.
2. Highlight the first letter in the player's name, then press **B** to enter. Repeat until the name is fully entered.
3. To accept the name, press **START**.
   - To go back a space, press **Y**, **L**, or **R**.
4. Control Pad ↕ to confirm the player's name, then press **B** to continue. The player's physical attributes appear.

To adjust the new player's attributes.

1. Control Pad ↕ to highlight an attribute, then Control Pad ↔ to cycle through options. (Player weight can fluctuate between 140 and 260 lbs.)
2. Press **START** to accept. The Player Rating Inset appears.

New players begin with a skill rating of 40 in each rating category, along with 325 additional rating points for you to distribute as you see fit.

To edit the new player's skill ratings:

1. Control Pad ↕ to highlight a skill rating.
2. Control Pad ↔ to increase/decrease the rating points (40-100 points). The player's overall rating is adjusted automatically.
   - To create goons, make sure the Aggression rating is pumped up. Otherwise, the player will shy away from fights.
3. Press **START** to accept and the newly created player will be added to the Free Agent pool.

SIGN FREE AGENTS

The Free Agent pool is made up of all unassigned players – newly created players and those existing players who have been released from their teams.

- Each team's roster may carry a maximum of 27 players with no more than three goalies.
- When a newly created player is signed to a team, you can not edit his ratings. If you want to edit his ratings, you must release him back to the Free Agent pool.

NOTE: If the player appears in multiple seasons, he must be released in each season before you can edit his ratings.

RELEASE PLAYER

Release players from your team's roster to make room for free agents with better skills and ratings.

- Each team's roster must carry a minimum of 17 players, including two goalies.

RESET ROSTERS

Reverse any player transactions you've made and return all NHL 97 players to their original rosters.

NOTE: Resetting rosters during a Season eliminates accumulative player stats but the Season itself is not affected.

OFFSIDE, ICING, AND BREAKAWAYS

Many of the penalties called in ice hockey are due to unnecessary force used against an opponent or by dangerous (therefore, illegal) contact. Offside and Icing violations can be a bit more difficult to grasp.

OFFSIDE

A play is offside when an offensive skater who is not in possession of the puck precedes the puck across the blue line into the Attack zone.

This violation commonly occurs when 1) A pass is completed to a player "camping" in the Attack zone, or 2) The puck handler skates into the zone before his teammates have cleared out.

If you're in danger of committing an Offside violation, the ref appears on the screen with a hand raised as a warning. Wait for your teammates to circle out of the Attack zone, then move the puck across.

- Two-line pass offside violations, familiar to fans of the NHL, are not called in NHL 97.

ICING

An Icing violation is called when an attacking player on his team's side of the center line sends the puck across the opposing team's goal line, but not in the net, and a defensive skater is the first to touch the puck.

Icing is not called when 1) The opposing team's net minder is the first player to touch the puck, 2) Any attacking skater is the first player to reach the puck, or 3) The attacking team is skating short-handed due to a penalty killing situation.

BREAKAWAY

A breakaway is recognized when the offensive player with the puck skates past the defenders in the Attack zone creating a one-on-one situation with the opposing goalie.

A single tone sounds to let you know when a breakaway occurs. A last ditch effort by the defense to "take down" the puck handler from behind results in a penalty shot.

PENALTIES

CHARGING (MINOR: 2 MIN)
Applying a body check after you have taken more than two deliberate strides toward your opponent.

CROSS CHECK (MINOR: 2 MIN)
Hitting your opponent with both hands on your stick and no part of the stick on the ice.

FIGHTING (MAJOR: 5 MINUTES)
A fight is initiated the moment you drop your gloves.

HIGH STICKING (MINOR: 2 MIN)
Carrying your stick above shoulder level when skating toward an opponent.

HOLDING (MINOR: 2 MINUTES)
Using your hands to grab either your opponent or his stick.

HOOKING (MINOR: 2 MINUTES)
Using the blade of your stick to restrain an opponent.

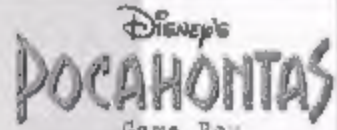
INTERFERENCE (MINOR: 2 MINUTES)
Any contact with your opponent's goalie while he is in possession of the puck and within the crease.

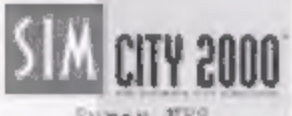
ROUGHING (MINOR: 2 MIN)
A particularly ruthless Charging infraction.

SLASHING (MINOR: 2 MIN)
Using your stick to hit, or attempt to hit, an opposing player.

TRIPPING (MINOR: 2 MINUTES)
Toppling your opponent by means of either your stick, knee, foot, arm, hand, or elbow.

Available NOW

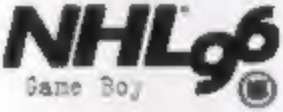


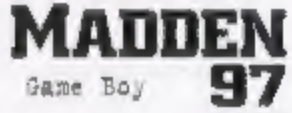


For the coolest tips on the hottest games, call the Black Pearl/Malibu Games Hint Line!

1-900-370-HINT

$.85/min. (automated) - $1.15/min. (live 9am-5pm PST) Must be 18 years of age or have parental permission. Touch-tone phone required. T•HQ, Inc., Calabasas, CA.





http://www.thq.com

To order directly, call:

1-818-879-5728 For orders only – not game hints

Use your Visa or MasterCard while supplies last. Phone prices subject to change without notice. Also available from your favorite local retailer.

CREDITS

Programming: Mark Lesser

Design Adaptation: Ken Rogers

Additional Design: Shawn Jacoby

Art: Glenn Cotter, Cynthia Hamilton, Nick Myerhoff, Sharon Stambaugh

Music and Sound: David Whittaker, Mark Chosak (Visual Concepts)

V.P. of Production: Scott Orr

Executive Producer: Rob Martyn

Producer: Mitzi McGilvray

Associate Producer: Ken Rogers

Assistant Producer: Shawn Jacoby

Technical Director: Ken Zarifes

Project Coordinator: Kyra Pehrson

Product Manager: Eric Petersen

Documentation: Bill Scheppler

Manual Design: Katherine Lee, Beeline Group, Inc.

Package Design: Katherine Lee, Beeline Group, Inc.

Product Testing: Gabe Boys, Billy Delli-Gatti, Mike Graben, Bones Johnson, Mike Olsen, Ken Spalasso, Ramone Tysinger

Player Ratings: John Rosasco and Neil Smith of the New York Rangers

Quality Assurance: Chris "Caesar" Bennett, Paul Niehaus

Special Thanks To: Murray Allen, Marsh Gardiner, Scott Gummer, Mike Hensley, Ilene Kent, Chip Lange, Nathan Lesser, Daniel Lesser, Mary Ellin Logue, Matt McKnight, Catherine O'Brien, Scott Probin, Doug Reid, Rich Rogers, Ken Sayler, John Ardell, Mike Murray, Brian Balistreri

LIMITED WARRANTY

BLACK PEARL SOFTWARE warrants to the original consumer purchaser that this Game Pak (PAK) shall be free from defects in material and workmanship for a period of 90 days from the date of purchase. If a defect covered by this warranty occurs during this 90-day warranty period, BLACK PEARL SOFTWARE will repair or replace the PAK, at its option, free of charge.

To receive this warranty service:

1. DO NOT return your defective Game Pak to the retailer.
2. Notify the BLACK PEARL SOFTWARE Consumer Service Department of the problem requiring warranty service by calling (818) 591-1310. Our Consumer Service Department is in operation from 9:00 a.m. to 5:00 p.m. Pacific Standard Time, Monday through Friday.
3. If the BLACK PEARL SOFTWARE service technician is unable to solve the problem by phone, he/she will provide you with a Return Authorization number. Simply record this number on the outside packaging of your defective PAK, and return your PAK freight prepaid, at your risk of damage, together with your sales slip or similar proof-of-purchase within the 90-day warranty period to:

   BLACK PEARL SOFTWARE Consumer Service Department,
   5016 N. Parkway Calabasas, Suite 100, Calabasas, CA 91302

This warranty shall not apply if the PAK has been damaged by negligence, accident, unreasonable use, modification, tampering, or by other causes unrelated to the defective materials or workmanship.

REPAIRS AFTER EXPIRATION OF WARRANTY: If the PAK develops a problem after the 90 day warranty period, you may contact the BLACK PEARL SOFTWARE Consumer Service Department at the phone number noted. If the BLACK PEARL SOFTWARE service technician is unable to solve the problem by phone, he/she may provide you with a Return Authorization number. You may then record this number on the outside packaging of the defective PAK. Send the defective PAK, along with $10.00 freight prepaid to BLACK PEARL SOFTWARE. BLACK PEARL SOFTWARE will, at its option subject to the conditions above, repair the PAK or replace it with a new or repaired PAK. If replacement PAKS are not available, the defective PAK will be returned and the $10.00 payment refundable.

WARRANTY LIMITATIONS: ANY APPLICABLE IMPLIED WARRANTIES, INCLUDING WARRANTIES OF MERCHANTABILITY AND FITNESS FOR A PARTICULAR PURPOSE ARE HEREBY LIMITED TO NINETY DAYS FROM THE DATE OF PURCHASE AND ARE SUBJECT TO THE CONDITIONS SET FORTH HEREIN. IN NO EVENT SHALL BLACK PEARL SOFTWARE BE LIABLE FOR CONSEQUENTIAL OR INCIDENTAL DAMAGES RESULTING FROM THE BREACH OF ANY EXPRESS OR IMPLIED WARRANTIES.

The provisions of this warranty are valid in the United States only. Some states do not allow limitations on how long an implied warranty lasts or exclusion of consequential or incidental damages, so the above limitations and exclusion may not apply to you. This warranty gives you specific legal rights, and you may also have other rights which vary from state to state.

Black Pearl Software, c/o T•HQ, Inc.
5016 N. Parkway Calabasas, Suite 100, Calabasas, CA 91302 (818) 591-1310